

tír na nóg



GARGOYLE GAMES

Commodore 64



tir na nòg

LOADING TIR NA NOG

1. Hold down **SHIFT** and press **RUN/STOP**.
2. Press **PLAY** on the cassette recorder
3. Wait until the message **FOUND TNN** is displayed
4. Press the **SPACE** bar
5. **TIR NA NOG** will now load automatically

If loading is not successful, rewind the cassette, adjust the volume and try again.

What is Tir Ha Nog

Tir Ha Nog is a Celtic phrase meaning Land of Youth, the Celtic Other World. The game is about the exploits of the great Hero GUDHALLIN following his departure from the world of the Living and his entry into Tir Ha Nog. His subsequent attempts to locate and reunite the fragments of the Seal of Calan form the basis of a vast interactive Adventure set in the magical landscapes of Celtic mythology.

What's on the Screen

The game of Tir Ha Nog has been designed and animated as a computer movie. The main character stands 96 pixels tall and is controlled via the keyboard. A total of 64 frames are required for the complete animation of the figure. In addition the game is populated with a multitude of similarly animated adversaries all moving and acting independently.

The action is presented as though a camera is aimed at the central figure who is situated in a complex landscape. The detailed scenery in the

fore- and middle-grounds, and the continuously animated scenes on the horizon, scroll left and right as he moves left and right.

The entire world scene may be viewed from all 4 directions. This is achieved by allowing the player to move the position of camera, causing the view to be re-drawn from the new angle.

In addition to walking left and right, the hero can carry up to 4 objects which he can pick up or drop at will—his current inventory is shown in the status area at the bottom of the screen. He can also 'throw' with any of these objects when engaged in combat.

Also in the status area is information concerning the present general location in the game-world, a compass showing the current orientation of the camera, and information volunteered by other creatures in the game.

How The Frog Works

The Options Screen is entered at the start of the game or upon request via the keyboard. The screen offers the following choices:

- F1 Enter the game
- F3 Save the current game
- F5 Restore a game

Note that by turning to the option screen from a current game will leave the game-world intact -- upon re-entry, nothing will have changed unless a previously saved game has been restored! This allows a game to be saved at a critical point without destroying it. The only way to completely restart the game is to reload it.

When saving or restoring a game, a version number will be asked for -- this is to ensure that the right game is restored so keep a note of version numbers. You will also be presented with the option to save or restore from cassette or disc drive.

The Keyboard has the following assignments.

The **[SPACE]** key will cause the man to thrust with one of the objects he is carrying.

Alternate keys on the bottom row will cause the man to walk left and right.

Left = **I O B M**
Right = **X V H**, ...

Alternate keys on the second row up will change the camera position 90 degrees left or right.

Left = **A D G J L**
Right = **S F H K**.

Alternate keys on the third row up will cause the man to pick up an object or drop a specific object.

W Pick = G E T I O
Droo = W R Y I P

Keys on the top row (H 1 0 0) allow the player to eliminate one of the objects he is carrying for dropping, throwing, etc. The currently nominated object is indicated by an icon on

in addition, there are special function keys for use while the game is running.

Pressing F1 will enter super-run mode until stopped again.

Pressing F2 will freeze the game until pressed again.

Pressing F3 will return to the options screen to allow a game to be saved.

How to play Tir Ma Nop

There are many forests full of Tir Ma Nop, and, likewise, the game can be played on many levels and in many different ways.

Each player will adopt the strategies and attitudes to the game that suit his or her temperament -- for while there is a single overriding goal in Tir Ma Nop the paths to reach that goal may well be infinite.

However, as a guide, we will describe some of the elements involved in *Tir Na Nog*, and in the next section give a few hints on play.

Exploration – The land of *Tir Na Nog* is vast and complicated and the paths, scenery and incidental landmarks are continuously mapped by the program. Therefore, the first major objective of the game is simply to find your way about. There are several features in the program to help you do this, as well as several to hinder you, but the most available aid will be a pencil and paper.

Interaction – Throughout *Tir Na Nog* you will discover a variety of treasures – actually some of them will discover you! Most of them will not be at all friendly but some of them can be persuaded by bribery or another to help you. However, on occasions it will be impossible to avoid combat, and your effectiveness in this area is governed by a series of combat rules which take into account the qualities of all the objects that are being carried and the object currently selected as a weapon – you will have to work out the rules for yourself!

The Quests – The main objective of *Tir na nOg* is to locate and re-unite (and then activate) the fragments of the Seal of Cairn. The difficulty

however is not simply in the looking, but in persuading the current owners to give their help. In addition, there are more than a score of secondary quests that will probably need to be completed in order to be in a position to solve the main Quest, plus some rather onerous tasks which other inhabitants may set on you. As you may appreciate, a complete solution may take months, perhaps years.

Generally – As in everyday life, a host of problems must be overcome just to make the smallest of steps forward. So it is in *The Mogs* as you will discover – many solutions will depend on what is currently being completed or what you have done previously in the game; some solutions will require a good deal of lateral thinking and even on a few occasions, a little research in your local library!

Some Useful Information On Playing

Perspectives – Since the Hero Cactabans have already departed the Land of the Living, it is of

course impossible to kill him and know he has no need to kill! However, if another creature in the game successfully attacks you or you perform some action which is harmful to your self, the shade of the hero will be dropped (eventually) and will reform at the Gateway to Tir Na Nog – naturally everything being carried will be dropped. It is as well to remember that for the same reason, no creature can actually be killed by you, only decimated and daunted for a little while....

Pathways – Tir Na Nog is a jostling land and makes intrusion even by its own inhabitants. Therefore, all mobile creatures including you, are confined to the numerous paths and roads that criss-cross Tir Na Nog.

Doorways – So many doors are there in Tir Na Nog that it is often described Tir Fongledach the Land of Opportunity because of the number of openings that exist. Doors opened to caves or tunnels, some doors will instantly transport you to another part of the land, some are locked and keys are not always obvious, some doors are invisible but that you will see for yourself....

Note that to walk through a door it must be on your pathway so if you pass a lady opening change the camera's position so that the doorway is immediately to your left or right.

Weapons, Treasures and other Objects. –

The location and selection of objects play a major part in *Tir Na Nog*. Every object in the game land there are hundreds has certain attributes – some are more powerful than others, some are apparently worthless but nevertheless indispensable. They can be found in a variety of places – lying in the road, guarded in caves, buried beneath the ground or in the keeping of some other creature. All objects form a part of the combat system but some are well worth getting rid of.

Sidhe-Breudhna – The Tongue of the Sidhe is the language from which Gaelic eventually developed – it is a mysterious speech, sometimes low and harsh, sometimes melodic and seductive. Throughout the game where the Sidhe names are more evocative, they have been used.

Extracts from the Leabhar Clóchloch, the Book of Tears, being the History of the Seal of Colum and the fall of the Síche.

At the end of time on the last Day of the
Unsettled the Great Enemy sat alone and smiled
his serpentine-smile. Wearing his satisfaction like
a crown he gazed across an infinite night
watching as each braided and patterned Galaxy
flickered like a candle flame and died.

Then another universe brought to a crashing
close another cycle dominated and tortured and
fashioned in his own image another cycle in an
eternition chain of cycles in which he fell had
reigned unchallenged — and this thought the
Great Enemy was good.

A final distant cluster of red stars leghed and
went out, and the Enemy leaned back on his
slimy throne and closed his eyes.

• • •

And from the darkness spoke a voice saying
Master Worm: Thou Art Bound.

"Slowly then, did the skated figure open his dark, hooded eyes, to see before him a tall and slender man-shape, clutching a bundle in his arms.

"And what," said the Enemy, "Art Thou?"

"We are ~~Sidhe~~, We are the last Guard we bring thee the Chiefs, and the tall Sidhe thrust the bundle towards the throne.

The Great Enemy gazed as a pain travelled along his spine upwards to his serpents head, a vast, all encompassing pain that filled his being and he recoiled to press his agony against the back of the seat.

"Show Me," he begged.

The Sidhe removed an object from the bundle and held it high. It flashed and sparkled like a giant star, forbidding the eyes to look upon it directly.

"Behold, Colours Seal," said the Sidhe, "Long did he toil restoring this Thing in places hidden from thee and now his Seal binds Thee. The Enemy slid down in his throne and curled himself into a tight, frozen ball, imprisoned by the brilliance of the Seal.

In the remaining seconds before the birth of the next cycle, the Sidhe spoke his last words to the bound Enemy.

"Know this, Master Worm, while the Seal is intact, Thou Art Chained, and know also that

Calamitygifted never be unguarded nor allowed
to gather dust in some dark niche nor left to the
devices of the servants. One at the peril of the
souls of our race and so do the Scribe make
Cath

And so did a new Cycle begin



The Scribe took the Soul of Calamity and hid it
deep in an ancient fortress far beyond the ken
of mortal and immortal alike

And in a far distant place the Great Enemy
awakened in helpless pain on his black throne
losing a new fervor to pursue a happier
course

Great were the calamities that arose in that
golden Cycle and great were their works and the
Scribe were cherished by all creatures. But, in
time, the vigilance of the Scribe lessened and the
servants of the Enemy crept once again into the
green fields and tall towers

And there came a day when Carmel was in
the air and the Scribe went abroad to look fondly
on the collections. While their attention was

away from the Fortress of the Seal, aching of the Enemy suddenly increased and caused Calum to grieve.

In that moment, the Great Enemy and the Seals became aware of this act, the Enemy sent forth all that was left of his Will to render what aid he could to his servant, the Seals spring to their feet and returned with such speed as only they could achieve to their isolated fortress.

So they arrived as the thief was approaching the door of the keep and the Seals confronted in their anger – the thief withdrew and died in a single, instantaneous from those he had robbed. But, in doing so, wrought more harm than he could have dreamed, for the Seal was also blasted and shattered into four pieces. Thus was the Great Enemy loosed from his prison, bounded upon a Universe unguarded and ripe for vengeance.

For the Gate of the Seals was shattered with the Seal and they took the Fourpieces through a secret way and withdrew to their first kingdom which was the Otherworld, the Land of South called **THE FAR NORTH**.



In vain, the Seals tried to re-forged the Seal, but the art of Calum would not allow monster when he finally passed beyond his death to the Far Land.

even though his hammer and his anvil he left for others to use.

Then in their shame the Seals were reduced and shrunken to petty dark creatures and their glory was remembered by few even amongst their own kind. But neither were they thought to be of the Faery Folk and of little consequence.

The Seal was remembered by even fewer but, from time to time, a piece would emerge from Ceynwold and take its place in Legend and over the ages the fragments were shaped by the legends and became the legends and this is how the parts of Seal of Culum were known.

The first piece became **People's Cauldron**, which was rumored to be that the provider of food.

The second piece was known as the **Spear of Lugh**, which is said to ensure victory.

The third piece became the **Stone of Fal**, which slays hit any target at which it was thrown and later was said to strike in the presence of a lawful king.

The last piece was known as **Warrior's Sword**, which made its bearer invincible and allowed no escape to a fleeing enemy.

For the fragments of the Seal were separately named in their re-shaping after the quest of the ~~Flutbo-de-cusness~~ the-chief-of-Dana whom later men called Gods.

And so the Seal though sundered retained its power and the power of the Whole was present in the parts though they could not be united.



Though the world were plunged into torments as the Enemy was freed, so also in the same moment began the Age of Heroes.

The names of the Heroes were many and most drifted into the mists of time with their mortality. Some gave their names to cities and mountains and will be remembered around the fires of men till Cycle's End.

But the greatest Hero to walk abroad is remembered for the least of his works, far high in honour though his earthly deeds were. His noblest acts were performed in places beyond the knowledge of the hands and so were unrecorded.

So let it be known that the name of the Greatest Hero was **Cuchulainn**, who was also called the Hound of Ulster, and in Death his deeds were mightier than in Life.



Many are the tales concerning the Hero Cuchulainn though many are untrue. Certain it is well known that he was at first called Sedanta, but since as a boy he had slain that giant hound that guarded the lands of Ulster with his bare hands, even and then offering to take its place, he was thereafter called the Hound or Ulster's Hound or Cuchulainn though in Fenianity he was also called **Cicada**.

And still whosoever but a youth, did he hear from Calphurnia the druid that any mortal that took arms on a certain day would be a Hero and renowned forever but fated to be short-lived. And on such a day Cuchulainn had begun fifteen acts of valour in that time till he surpassed those of the king himself, before departing to join his life to a Hero.

But also the words of the Druid were truth

For though he drove back the Connachmen
led was proclaimed Champion by Ga Abol the
Savior-God, and though he received the Secret
Signs of **Ephraim**, yet to his grief he unknowingly
killed his own son, and so at last, on the field of
Samluath, at the start of Winter, did all his
enemies bring Cuchulainn to his doom. By force
of arms and magic, he was grievously wounded.
Then did he bind himself to a pillar so that he might
die upright as befits a warrior and a Hero. In his
final moments, the **Morrighan** and her three
sisters appeared as the **Blackest Children**, the
Black Ravens, and landed on his shoulders and
thus in bitterness was Cuchulainn sent from the
Land of the Living.



After his departure, the Hero became as a
ghost and wandered long on the borders of the
Afterworld, for he was unwilling to leave the
world of men, still with all its troubles. So
knowing much of the Loss and History of Cycles,
he set upon a last Quest.

And the Quest of Cuchulainn was this – to
bring together the fragments of the Text of
Celtic and to reunite them, for the lightening of
the burdens of the world and his own lasting
glory. So he took himself to bound of the fells,
and standing before the altar of the Soul, he
spoke upon the gateway to Tir Na Nog.

Notes taken from the Seathurs,
which means Observations, being
the diary of Eder Mac Rochad, a
bard of the Sidhe.

The life of a bard is far from an easy one. All
know to my eternal discomfort, but I am sure
the fortunes of Eud the Red Bard who wrote
part of the Seathur Gaeblach and published
the shame of the Sidhe. Driven from the Land, it
is said he returned to dwell in the Forest of Lea,
and became a keeper of hidden paths and
secret doors.

The Sidhe or Little Folk of Aedhelm are
the issue of King Ghormul and all who dwell in
the Castle of the Sidhe. Perhaps the Sidhe are
correct in their claim that Ghormul stole
Eodrig's Feather shortly after it was removed
from the living warlord and cast in iron.

It is my opinion, for what it is worth, that if the
4 Takers were spirited from the Land the
Sighing Lords would feel nothing but relief since
we are forbidden to ever use their Power so their
removal needs symbols of the Failure of the Sidhe.

I hear many stories from our folk, who live in the coastal lands, but none are more intriguing than the tales of the **Buile Labhairt**, the Speaking Tree which dwells in **CRAC DUNE** and is said to give good advice in return for gifts — I have personally never encountered any Crude whose advice was in the slightest bit helpful!

The great Henges and Standing Stones in **7P** **Clachan** cast mysterious shadows on the history of the Isle though they must be home for much that is strange and magical — I would shrink from asking them without all the Words of Power that our Crude could offer.

Fearfully given a peek of the carapace here is **Taobh an Aithne**, one of the Children of Mithras the Fire Serpent — it is said to possess great power but I shun its fiery breath.

Far beneath the black peak of **Dun B-Spoir** lie the catacombs called **An Lùn**, the Net, knowledge of the dire region except that the Net was brought to protect the Heart of **Dun B-Spoir**—

The deserted village in the Northern foothills was once inhabited by Salis so arrogant that they termed themselves the **Clear as Water**, meaning wiser than the sands. Their paintings and books were quite magnificent and while some obscure works of theirs survived the Great Pestilence, I am glad to say that they themselves did not.

The beautiful but grim Carr Forest that covers the west of Tir Ma Rog is home to a curious branch of our people. I have heard that they clear the forest floor or perform any other trivial task for the Great Hunter who dwells in the dark wood, in return for the music played upon his enchanted harp. I have also heard that they know a great secret, which is hidden even from the Hunter.

That dreary band of our Lind, Glowed, is spreading idly and causing much inconvenience to the poor traveller - and even poorer band.

When I was young Gogol, my tutor told of a wondrous necklace or Tarc that, when carried by a person of honour, would allow him to evade

the greatest dangers. Alas, it was broken and lost, and though I searched all morning, I never found it.

I have noticed of late that a particularly noticeable kind of cleavage seems to have crept unnoticed into the Land. Of course, it is easy enough to wind them off, but anyone who has been Draped by one of these angels knows how misleading they are, so deceitful.

Acknowledgements

The cover illustration was drawn by S.B. Dringhici Limited of Birmingham. It shows a Celtic deity, probably Camunnos, and is taken from the Gundestrup Cauldron, held in the National Museum Copenhagen.

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